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This is Utopian Worlds v1.0.
Utopian Worlds Development Suite is currently available in version 1.0.

Finding Adventures

Have you conquered all of the adventures that you can get your hands on? If you need some new blood in the adventure corner, you can send for the ***Utopian Worlds Official Catalog***. This catalog is a place where adventure developers spread the word about their new adventures. And dont worry about quality - all of the adventures in the catalog have been screened for approval, and certain adventures have been voluntarily assigned ratings.

If you have an e-mail account, we can mail you the latest copy of the ***Catalog*** for no charge. If not, the cost of the catalog is \$5.00, and it will be mailed to you as soon as possible. To order the catalog to be sent to a USMail address or P.O. Box, send \$5.00 to:

Utopian Worlds Catalog (USM)
5 Daniel Road
Hopkinton, MA 01748-2434

If you want the catalog via email, write a short letter to:

uworlds@aol.com

Thank you for adventuring with Utopian Worlds!

About Utopian Worlds Development Suite

Utopian Worlds Development Suite is a complimentary program to Utopian Worlds. It allows you to create powerful, graphical adventures for use with Utopian Worlds.

If you are interested in creating Utopian Worlds adventures, contact the Utopian Worlds staff by e-mailing a short request for information to:

`uworlds@aol.com`

All adventures created with Utopian Worlds Development Suite v1.0 are guaranteed to be compatible with Utopian Worlds v1.x.

Credits

Lots of great talent went into the design and development of this game and its concepts. Thanks to all who helped.

Head Programmer and Designer

James Payne

Game Graphics Designers

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Game Support and Testing

Samuel Girgis

Welcome to Utopian Worlds!

If you are wondering what world you have just entered by running Utopian Worlds, a fantastic answer is coming. You have entered any world you want! Utopian Worlds is a completely full-featured adventure design platform created to facilitate easy creation of adventures.

The program you are running now can play any adventure made by Utopian Worlds Development Suite, the accompanying program designed to create adventures. This means you now have access to an entire world of unique and extraordinary adventures. These are worlds many have never seen, and all are experiences unto themselves. You are living an explorers fantasy - an infinite spectrum of worlds.

Characters

Characters are your representation as you venture through many different worlds. This is why they are as unique and as personal as possible. Your character can be taken through many different adventures, and he can develop along with you as an adventurer.

Each character has certain attributes, and they are listed below.

Attribute

Hit Points

Magic Points

**Maximum Hit Points and Magic Points
Weapon**

Magic

Defend

Damage

Alchemy

Strength

Agility

Intelligence

Resistance

Name and Display File

Level

Experience (Current Experience)

Experience to reach next Level

Name

Description

Hit points are a measure of your life force.

These points can be drained by damage, and when they reach zero, you are dead.

This is a measure of your spellcasting capability. Each time you use a spell, your magic point total decreases, and when it reaches zero, you cannot cast spells any longer.

The upper limits for these two values.

Your weapon skill. The weapon skill quantifies your aptitude at weapon handling. The higher this value, the more likely he will score a hit.

This number indicates your proficiency at spellcasting.

This number indicates your success in defending incoming blows.

This number indicates your aptitude at successfully doing damage.

This number indicates your aptitude at alchemical mixtures.

This number affects your damage when using weapons.

This number affects your chance to dodge attacks.

This number affects your spell success.

This number affects your resistance to damage in general.

These specify the name and the file to display during battle (bitmap only), respectively.

This number indicates your adventuring prowess, and is a yardstick for your overall progress.

This number indicates how adept you are at adventuring in general. It is a smaller resolution than levels.

This is the quantity of experience necessary to reach the next Level (above).

This is the name of your character.

Items

Items are the category for the many different things you will pick up as you adventure. Most items exist to aid you on your quest. Some items unlock doors and chest, while others aid you in battle. Others do nothing at all.

The items that you collect are put in a place called your **inventory**. See [managing your inventory](#) for details on the your inventory. Items pile up there until all the weight you can carry is used up. The numeric weight limit for carrying items is 25 times your Strength. Once you have an item, you keep it until you get rid of it. Starting a new adventure has no bearing on your inventory. You can take your favorite sword through thick and thin.

All items have certain attributes, and what follows is a table of these attributes:

Attribute

User Hit Point/Magic Point Change

Target Hit Point/Magic Point Change

Duration

Weight

Category

Effect Flags

Effect Flag Information

Book Text File

Name and Display File

Description

These describe the change in the users hit points and magic points, respectively, when the item is used in combat or outside combat.

These describe the change in the targets hit points and magic points, respectively, when the item is used only in combat.

This describes the length of time that the items effect will last. Note that this includes *all* effects, including damage and healing.

This describes the physical weight of the item. Remember, you can only carry 25 pounds times their strength.

This classifies the item, and determines the rules of combat it follows. For example, spells behave differently than weapons in combat.

This is the list of all effect flags. The selected ones apply to the item. For a compendium of all effect flags, see [Effect Flag Compendium](#)

This is information that pertains to effect flags. Each effect flag can have its own private data. For example, items that change your weapon skill need to know how much to change the skill by. This is what this information is for.

This specifies the text file to display when the **Text** effect flag is selected.

These specify the name and the file to display on a tile when this item is selected, respectively.

Monsters and Entities

Monsters are life forms that oppose you in your questing.

Every monster has certain *attributes*, and a table of them follows. During combat, you have no way to find out about the monster, except by your experience with monsters of the same type. Certain spells or items may have the ability to reveal monster information.

Attribute

Hit Points

Magic Points

**Maximum Hit Points and Magic Points
Weapon**

Defend

Damage

Strength

Agility

Intelligence

Resistance

Name and Display File

Level

Description

Hit points are a measure of the monsters life force. These points can be drained by damage, and when they reach zero, the monster is dead.

This is a measure of the spellcasting capability of the monster. Each time the monster uses a spell, his magic point total decreases, and when it reaches zero, he cannot cast spells any longer.

The upper limits for these two values.

The monsters weapon skill. The weapon skill quantifies the monsters aptitude at weapon handling. The higher this value, the more likely he will score a hit.

This number indicates the monsters success in defending incoming blows.

This number indicates the monsters aptitude at successfully doing damage.

This number affects the monsters damage when using weapons.

This number affects the monsters chance to dodge attacks.

This number affects the monsters spell success.

This number affects the monsters resistance to damage in general.

These specify the name and the file to display during battle (bitmap only), respectively.

This number indicates how hard of an opponent the monster is.

People

People are the living, breathing entities that inhabit the world that you are adventuring in. They will tell you lore about the world, spin tales of ancient gods and help guide you in your quest. It is important to remember (or write down) what the people say - sometimes your life will hinge on the words of an wise old man!

People operate on **keywords** and **response text**. When you say a **keyword** to a person, he will respond with the appropriate **response text** that is related to that **keyword**. For example, this could be a conversation:

You: Hello

Person: Well, hello! How are you?

You: Good

Person: Glad to hear it. Listen I need to get back to the boat.

You: Boat

Person: Yes, my boat - the Signe.

You: Bye

Notice that potential **keywords** are usually underlined, like **boat** was in the example. This is not a two-way rule, however. Words that are underlined will always be keywords, but words that are not underlined may or may not be keywords. See [the conversation dialog box](#) for information on the actual mechanics of conversations.

Starting a New Adventure

You have just purchased (or downloaded) a new adventure, and you are raring to fire it up and get cracking. How do you do that? It is simple, once you know the steps. First, make sure the adventure is properly installed (follow the enclosed instructions) into its own directory. Then, follow the steps below to get started:

1. Make sure that there is a file in the directory with the extension **UWA**. If not, you need to refer to the enclosed instructions to determine which file you should open to start the adventure.
2. Next, start the **Utopian Worlds** program.
3. Choose **File | Start Adventure...**
4. In the File Open dialog box, choose the file with the extension **UWA** in the adventures directory. If there is not a **UWA** file, choose the appropriate **MAP** file, according to the instructions.
5. Next, choose a character from the following dialog box. If you have never played before and do not have a character, choose **DEFAULT.UWC** that came with the program. You can use the Character Editor program packaged with certain versions of Utopian Worlds to create a character - adventure style. You can also use the Raw Character Editor packaged with Utopian Worlds Development Suite to create a character from raw attributes.
6. After a short pause, you will see the initial screen of the adventure, and possibly a short story description. Welcome to Utopian Worlds!

Restarting

To start your adventure from the beginning, with the character file you selected at the start of the adventure, just choose **File | Restart**. After a short pause, you will find yourself at the beginning of the adventure.

Saving your Progress

Sometimes, reality calls and you need to pry yourself from your current adventure. Other times, you are preparing to do something incredibly daring, and want to save your current progress. Whatever the reason, saving your game is something you should do often.

To save your game with a new filename, choose **File | Save Game As...**

To save your game with the same name you used last time you saved, choose **File | Save Game**.

Saving your Character

You need to save your character to use him in other adventures. To save your character with a new filename, select **File | Save Character As...** To use the filename a character was last saved as, select **File | Save Character**.

Moving

Your character looks like this on the map screen:



It is very easy to move him around. Just use the numeric keypad or the arrow keys to move him in the directions shown:

Numeric Keypad

7: up and left

6: left

1: down and left

8: up

5: none

2: down

9: up and right

4: right

3: down and right

Arrow Keys

up arrow: up

left arrow: left

right arrow: right

down arrow: down

Checking your Stats

When you are adventuring, you need to know how much damage you have taken, how much you are improving in your abilities, and how many items you can carry. You can check all of these things and more with the [character status dialog](#).

To access this dialog, choose **Window | Character Status**, and it will appear on the screen. It does not automatically update itself (to reduce system stress), so you need to reopen it to see the latest stats.

Managing your Inventory

Your **inventory** is the residence of every item that you retrieve. You can check item stats and perform other management tasks with the inventory window. Also, when the program prompts you for an item (for various reasons), you will be prompted with a dialog exactly the same as the inventory window, except that it has OK and Cancel buttons.

Talking to People

To talk to a person, just click the right mouse button on the person you want to speak to. You will see a popup menu - this is the menu used to perform many functions in the map window. Select **Speak to this Person...** (it will be enabled if a valid person is there), and the conversation dialog will appear.

You must be two tiles away from a person to talk to him/her.

Getting Items

To get an item, just click the right mouse button on the item you want to get. You will see a popup menu - this is the menu used to perform many functions in the map window. Select **Get this Item**, and the item will be added to your inventory.

Unless you have **telekinesis** or **wind servant** active (see the [effect flag compendium](#)), you need to be within two tiles to retrieve an item.

Unlocking Locked Areas

Sometimes, you will chance upon sections of a world that seem to bar penetration. These can be doors, gates, rocks, etc. Some of these will need to be unlocked, and some cannot be unlocked. It is up to you to determine which can be unlocked, but generally, doors and gates always can.

To unlock the area that appears locked, just click the right mouse button over that area. Select **Use an Item Here...** from the popup menu, and the select item dialog will appear. Select the item you think will "unlock" the section, and click OK. Your choice will differ greatly upon situation and also upon the words of people you have spoken to. You will receive notification of the success of your action in the message bar.

The Message Bar

The **message bar** is a raised ribbon that appears on the top of the Utopian Worlds window. It is next to the **toolbar** buttons. This area will frequently display text about your surroundings, the success of actions, and other important information. Whenever you seek the results of your actions, the message bar will contain that information.

Opening Chests

Chests (or generically, containers) are just repositories for other items. To open a chest, click the right mouse button over the chest you want to open, and choose **Open this Container...**

A list will appear of items contained in the chest. You can choose whichever you want for your own inventory. See chest dialog for more information.

Sometimes, a chest will be locked and you will need to **unlock** it to gain access. This is done with the same process outlined in Unlocking Locked Areas.

Using Devices

Devices are things that perform a certain function. In Utopian Worlds, you cannot retrieve devices, but you can use them when they appear on tiles. There are many types of device. To see a list of the types and a description, see devices.

To use a device, click the right mouse button on it, and choose **Use this Device...** The device's function will begin. You can usually tell that a device exists on a tile by its appearance, but some devices may be hidden.

Looking Around and Examining

Looking

You need to become familiar with your surroundings. To read the description of a certain area of the world, you can use either of two procedures: **a)** click the left mouse button on the area or **b)** click the right mouse button on the area, and select **Look** from the menu. The information is displayed in the message bar.

Examining

Examining allows you to determine the name of an item before you actually retrieve it. To do this, click the right mouse button over the item, and choose **Examine** from the popup menu. The information will appear in the message bar.

Devices

Devices are **manipulatable objects** that the character can use to serve a specific purpose. There are a certain number of **device types** currently supported by the game, and the following is a list of them.

Device Types

Type

Door Device

Comm Device

Book Device

Multimedia Book Device (MM Book Device)

Open This Door Device

Toll Device

Password Device

Torch Device

Description

This device is used to toggle the lock/unlock state of certain areas. You will need to experiment to find out which ones.

This allows you to talk with people when they are not near you. .

Allows you to read a book.

Allows you to read a book - in the form of a movie or audio tape.

This unlocks the area the device is on.

Toll devices require some form of payment in order to give access to the places they guard. Password devices require a correct password to allow passage through the places they guard.

This turns the entire screen to maximum lighting.

Conversation Dialog

The Conversation Dialog is used to hold conversations with people. It is very easy to use. Just type the **keyword** that you want to say in the **You Say** box, and then click **Speak**. The person's **response** will appear in the large edit box below.

The **information** field will sometimes hold information about the person's emotions.

Character Status Window

The Character Status window allows you to monitor your attributes and your current statistics (such as hit points, magic points, etc.). For more information, see [characters](#).

The Character Status window has fields for most character attributes. The skills are in a special skill list. Click on each skill to see the skill's level.

Click **Inventory** to display the [inventory window](#).

Chest Dialog

The chest dialog contains a list of every item that is contained in the chest.

Taking an Item

To take an item from the chest, select it in the list, and click **Take Item**. The item will disappear from the list.

Exiting

To close the chest, click **Close**.

Inventory Window

The Inventory Window contains a list of every item that you own. It is completely alphabetized, so you can easily find items you want information on.

Finding Out About Items

To get information on an item, just click on it. You can learn things like duration, weight and number. The HP Damage, MP Damage, HP Heal and MP Heal information may contain negative numbers. This indicates a negative change. For example, a -5 given for MP Heal would drain 5 MP from you. Damage values will be negative for the same reason: because damage should drain hit points. Note that the information presented may be inaccurate, depending on your **Appraisal** skill.

Looking at Items

You can get an in-depth picture of the items that you own by selecting the appropriate item and clicking **Show**.

Activating Items

You can activate items directly from the Inventory window by choosing the correct item and clicking **Activate**. You can also use Seamless Actions.

Deactivating Items

You can deactivate an item that is active by choosing it and clicking **Deactivate**. Note that the **Activate** and **Deactivate** buttons are the same, but their functions differ according to the selected items status.

Dropping Items

Sometimes you will have an item that you no longer want or need and would like to get rid of it. This is easy to do. Simply select the correct item in the list and click **Drop**. Remember, once you drop an item, you cannot get it back.

Select Item Dialog

Sometimes you will need to choose an item from your inventory. You may need to do this when casting a spell, equipping a weapon, etc. Fortunately, the Select Item Dialog is based on the inventory window, and its interface is a complete replica.

Facility Dialog

The **Facility Dialog** allows you to purchase **wares**. Wares can be services (such as training) or actual items (such as swords). It is very easy to purchase items with this dialog box.

Purchasing Wares

To purchase a ware, select the appropriate ware in the **Ware List Box**. Then, click **Buy**. The ware will disappear from the list, your monetary total will decrease, and you will be allowed to purchase more items.

Getting Information about Wares

To learn about a ware, select it in the **Ware List**. Then, choose effect flags from the **Effect Box**. The appropriate data will appear in the **Data** field.

Alchemy Laboratory

The Alchemy Laboratory is the place where you will attempt to mix items to create new items. To do this, simply follow the step by step instructions below.

Selecting Items to Mix

To select items to mix, just choose the appropriate item for **Ingredient 1** and **Ingredient 2**. Then, click **Mix**. You will see the result of your mixture in the dialog box. Depending on the plausibility of your mix and your alchemy skill level, you can succeed or fail.

Effect Flag Compendium

What follows is a complete compendium of every effect flag that applies to items. It also includes information about extra data and function.

Flag	Extra	Function
Activates on Use	none	This flag causes the item to activate (make these effect flags work) when the item is merely used in combat
Armor	numeric: the armor rating provided by this item	This flag raises the wearers armor rating.
Bag	none	This flag identifies the item as a container for other items.
Cannot be Used in Combat	none	This flag identifies the item as an item that cannot be used during combat (like a teleport spell)
Cursed	none	This flag identifies the item as a cursed item - one that cannot be deactivated without remove curse , below.
Death Spell	numeric: percent chance of success	This kills the target with the given success rate
Delete after Use	none	This flag will destroy the item once it is deactivated. To create an item that disappears when it is used during combat, just turn on the Activate on Use flag and this flag. That will cause the item to activate when used, and then upon deactivation, the item will be destroyed.
Detect Aura	none	This provides hazy information about the current situation
Detect Magic	none	This tells whether magic is active or not.
Dispel Magic	none	This spell turns off all magic presently active.
Empathy	none	This allows you to see the emotions of people you talk to, in certain situations.
Enemy Defend Skill	numeric: change to perform	This changes the targets defend skill
Enemy Intelligence	numeric: change to perform	This changes the targets

Enemy Strength	numeric: change to perform	intelligence This changes the targets strength
Enemy Weapon Skill	numeric: change to perform	This changes the targets weapon skill
Energy Disruption	none	This causes all items with the Uses Energy flag set to cease operation.
Examine Monster	none	This gives information about the target
Gold	numeric: an amount of money	This adds the given amount of money to the owners cash.
Identify Item	none	This gives information about any item the owner has in his inventory.
Impervious to Poison	none	This gives protection against poison.
Increase Agility	numeric: amount of change	This increases the owners agility
Increase Damage Skill	numeric: amount of change	This increases the owners damage skill
Increase Intelligence	numeric: amount of change	This increases the owners intelligence
Increase Defend Skill	numeric: amount of change	This increases the owners defend skill
Increase Resistance	numeric: amount of change	This increases the owners resistance
Increase Strength	numeric: amount of change	This increases the owners strength
Increase Weapon Skill	numeric: amount of change	This increases the owners weapon skill
Invisible	none	This makes the user invisible to monsters rendering them unable to follow you.
Magic Rating Increase	numeric: amount of change	This increases the owners magic rating
Mask Item Name	none	This trims the item name to one word when the user looks at it, but the full name is used everywhere else. When the user looks at a Sword of Death, he will see a Sword.
Needs a Target	none	This indicates that the item requires a target to perform its duties. The program will ask for a tile on the map if the owner is not in combat, and will ask for a monster during combat.
Negate Poison	none	This destroys all poison in the users system.
Only in Combat	none	This flag indicates that this item can only be used during combat.
Poison Victim	none	This poisons the victim. Poison takes off a certain

Remove Curse	none	amount of hit points each turn. This allows the deactivation of a cursed item.
Simulate Full Light	none	This makes all of the tiles in the current map have a full light status.
Simulate Normal Air	none	This allows the owner to ignore air conditions.
Telekinesis	none	Allows access to devices, etc. and allows the player to take items from any distance.
Teleport Effect	none	This transports the owner to a specific place on the current map.
Text	none	This displays the text file in the Book Text File field.
Unused A	none	unused
Uses Energy	none	This indicates that the item requires energy to operate. The energy disruption flag uses this flag to determine which items to shut off.
Wind Servant	none	This acts similarly to telekinesis , but does not allow you to take items from any distance.

Facility Flag Compendium

This is an index of the flags used to modify wares in [facilities](#).

Flag

Increase Agility
Increase Armor

Increase Current HP

Increase Current MP

Increase Current Weight

Increase Damage Skill

Increase Defend Skill

Increase Intelligence

Increase Magic Rating

Increase Maximum HP

Increase Maximum MP

Increase Resistance

Increase Strength
Increase Weapon Skill

Item

Unused A

Extra

numeric: amount of change
numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

numeric: amount of change

none

none

Function

Increases the buyers agility

Increases the buyers armor rating

Increases the buyers current HP count

Increases the buyers current MP count

Increases the buyers current weight

Increases the buyers damage skill rating

Increases the buyers defend skill rating

Increases the buyers intelligence

Increases the buyers magic rating

Increases the buyers maximum amount of hit points

Increases the buyers maximum amount of magic points

Increases the buyers resistance

Increases the buyers strength

Increases the buyers weapon skill

This indicates that the purchase of the ware gives the item in the **Item** field to the buyer.

Unused

Battle

In your travels, you will undoubtedly be called upon to fight minions of doom, extra-dimensional monsters, or just the angry merchant. Knowing how to fight and take advantage of your abilities will certainly help in times of need.

The Philosophy of Battle

In Utopian Worlds, battle is divided into **rounds**, or turns. In each round, you attack once, and each monster also attacks once. This continues until one party dies. In each round, you will be allowed to choose your **action**. You can strike with your sword/axe/mace/etc., cast a spell, use an item/mystic/implant or run away.

Choosing your Action

To choose your action for the current round, just click the appropriate button. You will notice the battle window has eight buttons in the left corner - these are the **action buttons**. Below is a table of each button and its action.

After you have chosen your action, you need a **target** for your action. A large window entitled Utopian Worlds Battle contains a display of you and each monster you are fighting. To choose a target, just click the left mouse button on it.

After your target has been chosen and confirmed, the results of your action will appear in the **Result Transcript**. This area simply shows damage and healing that occurred as a result of your action. Remember, damage is listed as negative, and healing as positive. The **(target)** and **(source)** labels following each name will remind you who originated the action (**source**) and who felt the brunt of it (**target**).

Some actions use **equipped** weapons/items/spells to speed combat, by allowing single-click access to the weapon/item/spell that you use most, or deem most useful. See **Equipping**, below.

Button

Fight

Equipped Spell

Equipped Item

Mystic

Implant

Select a Spell to Use

Select an Item to Use

Run

Action

This button lets you use your swords, axes, maces, bows, et cetera on the target monster. This always uses the **equipped** weapon. If you have not equipped a weapon, you will be prompted to do so.

This casts your **equipped** spell.

This uses your **equipped** item.

This prompts for a mystic item, and uses it.

This prompts for an implant, and uses it.

This prompts for a spell, and uses it. It does not affect the **equipped** spell selection.

This prompts for an item, and uses it. It does not affect the **equipped** item selection.

Gives you a chance to escape combat.

Equipping

You can select **equipped** items, weapons and spells to speed the combat process, by allowing single-click access to the weapon/item/spell that you use most, or deem most useful.

To equip an item, select **Equip Item** in the **Equip** section. You will be prompted to select an item

to equip.

The process is the same for weapons and spells, except you use the **Equip Weapon** and **Equip Spell** buttons, respectively.

Winning

When the monsters hit points drop below zero, you win.

Adventuring with a Companion

The new wave of computerized games is the ability to play with other human beings in realtime. Utopian Worlds lets you do this with a special communications feature. If you own a Windows-compatible modem, you can easily get in touch with your friends and adventure with them. Instead of a computer-controlled party of adventurers, you can have a true group of adventurers.

You will be notified when your partner does anything notable, like fighting a monster, retrieving an item, etc. You have complete freedom of motion when you are in partner mode. However, you cannot change maps without your partner automatically coming with you. You can even attack your partner if you want!

To start partner mode, you and your friend must both be running Utopian Worlds version 1.0 and have the same adventure loaded. Then, one of you chooses Communications | Dial... and enters the phone number to dial. Your friend will need to choose Communications | Answer when his phone rings. You will be notified upon successful connect. Once that happens, your partner will appear on the screen, and you will be all set! You can hangup at any time with the Communications | Hangup command.

You can exchange messages with your partner using the Communications | Send Message... command. This allows you to periodically inform your partner of events as they occur.

Challenging Another Adventurer

You can challenge a fellow adventurer to a duel, to prove which of you is supreme master of the cosmos! It is very easy to do this. First, both challengers must load the same adventure. This can be a specifically created adventure arena, or a generic adventure. See [Adventuring with a Companion](#) for details.

Mixing Items

In this world, anything is possible. You can take two ingredients from your sack, and with a special magic brew, you can make any item arise from your cauldron. The laws of the universe, however, are set in stone, and you must learn them well so that you know what you can and cannot do.

To mix items, choose Action | Mix Items... The Alchemy dialog will appear. Select the two items to mix in the combo boxes and click Mix. If you are successful (depends on the plausibility of the mix and your Alchemy skill) you will have a new item in your inventory, at the expense of the other two. If you are not successful, you walk away with nothing, except possibly some green sludge.

Seamless Actions

In addition to the battle window designed for attacking monsters, Utopian Worlds also features in-place or **seamless** actions. You can use seamless actions to attack **entities**, which are special types of monsters that can move throughout the map window and attack you. You also use seamless actions to attack players that you may have challenged. Besides violent uses for actions, you can also use seamless actions to heal yourself, or use special items.

To perform a seamless action, choose the appropriate type from the Action popup menu. You will be prompted for an item to use, if applicable, and then the action will start. Some actions will require a target, depending on the item that you used. If the action requires a target, you can select it with the mouse cursor. If the action does not require a target, the result will begin immediately. The message bar will contain the text Choose a Target... if a target is required.

To cancel an action in progress, choose Action | Cancel Action, or choose an invalid target (i.e. a wall, or the ground).

Plundering your Kills

When you kill a fierce villain or brutally murder an innocent townspeople, you will want to take the spoils of your kill. While this may seem barbaric, it is necessary in your adventuring days ahead to take whatever you need (and whatever may be valuable to someone else).

Whenever you kill someone, you will be presented with a dialog box containing the names of every item your victim owns. Choose what you want from the list and press **Take Item**. You can repeat this process for any amount of items that you would like to take. Be careful, though. Once you **Close** the dialog box, you have no further chance to take anything else from the monster.

